

Governor's Drought Interagency Coordinating Group

Wednesday, November 10, 2021 - 10:00 a.m. - 12:00 p.m. MST (Phoenix Time)

Webinar: Join here | Password: Drought2021!

Join ONLY by Phone: +1 (415) 655-0001 | Access Code: 2594 780 3514

Meeting Agenda

I. Webinar Logistics

Némesis Ortiz-Declet, Arizona Department of Water Resources

II. Welcome & Introductions

Tom Buschatzke (Co-chair), Arizona Department of Water Resources Eugene Wikle (Co-chair representative), Arizona Department of Emergency and Military Affairs

- III. Drought Status Update & Monitoring Technical Committee Activities

 Erin Saffell, State Climatologist, Drought Monitoring Technical Committee Co-chair
- IV. Weather Outlook for Winter 2021-2022

 Mark O'Malley, National Weather Service, Drought Monitoring Technical Committee Co-chair
- V. Colorado River Water Supply Update
 Rachel Von Gnechten, Arizona Department of Water Resources
- VI. Salt River & Verde River Watersheds Water Supply Update Stephen Flora, Salt River Project
- VII. 2021 Wildfire Update

 Tiffany Davila, Arizona Department of Forestry & Fire Management
- VIII. Impacts of Drought on the Gila River Indian Community

 Jason Hauter, Akin Gump Strauss Hauer & Feld, LLP
- IX. Drought Declaration Recommendation

Action Item - Discussion and recommendation to the Governor

- X. 2021 Arizona Drought Preparedness Annual Report
 Action Item Discussion and comments on the Report
- XI. Call to the Public
- XII. Closing Remarks & Adjourn

Pursuant to *A.R.S. 38-431.02 (A)(1)*, public notice is hereby given that the Drought Interagency Coordinating Group Meeting will be held *VIRTUALLY* on Wednesday, November 10, 2021, at 10:00 a.m. MST. The meeting is open to the public.

People with disabilities may request reasonable accommodations such as interpreters or alternate formats. If you require assistance, please contact Jennifer Marteniez at (602) 771-8426, or by e-mailing jkmarteniez@azwater.gov. Please make requests as soon as possible to allow time to arrange the accommodation.